IN THE SPECIFICATION:

Please replace the existing paragraph starting on Page 1, Lines 8-20 with the following new paragraph. Changes are shown with <u>underlining</u> for additions and ~~strike-outs~~ for omissions.:

-- The present application <u>is a continuation application that claims priority from U.S. Application Serial No. 09/153,781, filed September 16, 1998, which</u> is a continuation-in-part of U.S. Patent Applications:

Serial No. 09/050,665, entitled "Method and Apparatus for Controlling Force Feedback Interface Systems Using a Host Computer:, filed March 30, 1998, which is a continuation of Patent No. 5,734,373, filed December 1, 1995;

Serial No. 08/571,606, entitled "Method and Apparatus for Providing Force Feedback for a Graphical User Interface," filed December 13, 1995;

Serial No. 08/691,852, <u>now U.S. Patent No. 5,956,484,</u> entitled "Method and Apparatus for Providing Force Feedback over a Computer Network," filed August 1, 1996; and

Serial No. 08/664,086, <u>now U.S. Patent No. 6,028,593,</u> entitled "Method and Apparatus for Providing Simulated Physical Interactions within Computer Generated Environments," filed June 14, 1996, which claims priority of provisional application serial no. 60/017,803, filed May 17, 1996,

All of which are incorporated herein by reference for all purposes. --

Delete the paragraph starting on Page 10, lines 16-32, and replace with:

-- In use, the user 52 of the client machine 46 grasps the user object 76 (or "manipulandum") of the force feedback device 50 and manipulates (*i.e.* exerts a force to move or attempt to move) the user object to cause a "pointer" or other graphical object to move in the image displayed by the display device 64. For example, a pointer typically takes the form of a small arrow, a pointing hand, or the like. The sensor 75 senses the movement of the user object 76 and communicates the movement to the local microprocessor 68 through the sensor interface 72. The local microprocessor 68 then communicates through serial port 88, game port 90, or both to the microprocessor 36 to cause the microprocessor 36 to create a corresponding

movement of the pointer on the image displayed upon the visual display 64. In some embodiments, the sensors 74 can communicate directly to microprocessor 36 without the use of local microprocessor 68. The user can also create other input, such as a "button click," through the other input 78 which are communicated to the microprocessor 36 by the local microprocessor 68 or directly, e.g., using a game port. The user object 76 can take many forms, including a joystick, mouse, trackball, steering wheel, medical instrument, representation of a body part, gamepad controller, etc., as described in Patent Nos. 5,734,373, 6,028,593 and 6,100,874 and Application Serial Nos. 08/664,086 and 08/881,691, all incorporated by reference herein. --

BEST AVAILABLE COPY

> *Delete the paragraph starting on Page 19, lines 35-38, and replace with:*
>
> -- These and other forces resulting from a pointing icon interacting with various objects displayed on a computer screen are also described in co-pending patent application serial no. 08/571,606 filed 12/13/95, Atty. Ref. IMM1P015, the disclosure of which is incorporated herein by reference. --

> *Delete the paragraph starting on Page 27, lines 26 through Page 28, line 2, and replace with:*
>
> -- Many types of fee sensations can be sent across the network and combined in various ways. For example, a constant force or a spring force can be commanded to be applied to the force feedback interface device over the network, and other feel sensations/forces such as vibrations sensations can also be commanded over the network to be simultaneously overlaid on the constant or spring force. For example, the first user can press a button that causes the force feedback massage interface of the second user to output a vibration over any forces already being experienced. A user can design a feel sensation using a feel sensation editor, such as shown in U.S. Patent Nos. 6,147,674 and 6,169,540, co-pending patent applications serial nos. 08/846,011 and 08/877,114, both assigned to the assignee of the present application and incorporated herein by reference. This allows the users to design, for example, a massage vibration sensation – including magnitude, direction, envelope, waveform, and to send the created sensation to a different user's site to be experienced by the user or used in that user's own force sensations. In addition, it should be noted that a single client can be interfaced to multiple clients such that a force sensation sent from one client is received by many clients over the network. --